

This listing of claims will replace all prior versions, and listings, of claims in the application:

**Listing of Claims:**

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Claim 1 (currently amended): A gaming device comprising:

a processor;

a first set of potential offers, wherein one of said potential offers of said first set is adapted to be made to a player by said processor;

a second set of potential offers, at least one potential offer of said second set being determined by said processor if the player rejects said first offer, wherein said potential offer of said second set is based on a total value of all previous offers ~~a first offer made to a the player from the first set if the player rejects said first offer;~~

a display device controlled by said processor for displaying said sets to said player; and

means controlled by said processor for enabling said player to accept or reject said first offer.

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Claim 2 (currently amended): The gaming device of Claim 1, wherein a plurality of said second potential offers are determined by said processor if the player rejects said first offer, wherein each of said plurality of said second potential offers are based on the total value of all previous offers made to the player ~~the first offer made to the player from the first set if the player rejects said first offer.~~

Claim 3 (currently amended): The gaming device of Claim 1, wherein each potential offer of the second set is determined by adding the total value of all previous offers made to the player ~~first offer to each of the first set of potential offers.~~

Claim 4 (original): The gaming device of Claim 1, wherein the first offer from the first set of potential offers becomes a terminator in the second set of potential offers.

Claim 5 (original): The gaming device of Claim 1, which includes a second offer provided to the player from the second set of potential offers and a third set of potential offers determined by said processor based on the second offer if the player rejects the second offer.

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Claim 6 (original): The gaming device of Claim 5, wherein the first and the second offers become terminators in the third set of potential offers.

Claim 7 (currently amended): A gaming device comprising:  
a processor;  
a plurality of first potential offers;  
a first offer provided to a player by the processor from the plurality of first potential offers;  
at least one second potential offer ~~that replaces at least one first potential offer when the player rejects the first offer~~ based on a total value of all previous offers, wherein when the player rejects the first offer, said processor replaces at least one first potential offer with said second potential offer;  
a display device that communicates with said processor and displays the first and second potential offers; and  
an offer acceptor that communicates with the processor and enables the player to accept the first offer.

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Claim 8 (currently amended): The gaming device of Claim 7, which includes a plurality of second potential offers, wherein each second potential offer is based on the total value of all previous offers and ~~that replace the plurality of first potential offers~~ after the first offer is provided to and rejected by the player, said processor replaces the plurality of first potential offers with said plurality of second potential offers.

Claim 9 (original): The gaming device of Claim 8, which includes a second offer provided to the player from the plurality of second potential offers.

Claim 10 (canceled).

Claim 11 (currently amended): The gaming device of Claim 7, wherein the ~~at least one second potential offer equals one of the first potential offers plus~~ the total value of all previous offers ~~the first offer~~ provided to the player.

Claim 12 (original): The gaming device of Claim 7, wherein the at least one second potential offer replaces at least one randomly determined first potential offer.

Claim 13 (original): The gaming device of Claim 7, wherein the at least one second potential offer replaces the first offer provided to the player.

B2 Claim 14 (original): The gaming device of Claim 7, wherein a terminator is adapted to replace the first offer provided to the player.

Claim 15 (original): The gaming device of Claim 14, wherein either the terminator or a second offer selected from the at least one second potential offers is provided when the player rejects the first offer.

Claim 16 (currently amended): A gaming device comprising:  
a processor;  
a plurality of potential offers;  
a display device controlled by the processor that displays said potential offers;  
a first offer provided to a player by the processor from the plurality of potential offers;  
a second offer equal to a sum of each of the previous offers ~~the first offer~~ plus one of the potential offers, the second offer provided to the player by the processor upon a rejection of the first offer; and  
a potential terminator displayed by the display device upon the rejection of the first offer.

B2 Claim 17 (original): The gaming device of Claim 16, which includes means controlled by the processor for enabling the player to accept or reject said first and second offers.

Claim 18 (original): The gaming device of Claim 16, which includes a consolation award provided to the player if the player receives the terminator upon rejecting the second offer.

Claim 19 (original): The gaming device of Claim 16, which includes a third offer, which is a combination of the second offer and one of the potential offers, the third offer provided to the player upon a rejection of the second offer.

Claim 20 (original): The gaming device of Claim 16, wherein the first offer is added to a plurality of said potential offers upon the rejection of the first offer and the second offer is selected from each of the remaining potential offers.

Claim 21 (original): The gaming device of Claim 16, wherein the first offer is added to the remaining potential offers upon rejection of the first offer and the second offer is selected from each of the remaining potential offers.

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Claim 22 (original): The gaming device of Claim 16, wherein the remaining potential offers are multiplied by the first offer upon rejection of the first offer.

Claim 23 (currently amended): A gaming device comprising:  
a plurality of values; ~~and~~  
means for offering one of said values to a player;  
means for enabling the player to accept one of said values offered to the player;  
and  
means for changing at least one of the values based on each of the previously offered values, if the player does not accept the offered value, wherein at least one of said changed values and another one of said other plurality of values is subsequently offered to the player if the player does not accept the offered value.

Claim 24 (currently amended): The gaming device of Claim 23, wherein the ~~value providing means~~ for offering one of said values to the player includes a random generation device.

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Claim 25 (currently amended): The gaming device of Claim 24, wherein the random generation device is selected from the group consisting of: a number appearing on an indicator, a dice roll, a reel spin and a wheel spin.

Claim 26 (currently amended): The gaming device of Claim 23, wherein the ~~value changing means~~ for changing at least one of the values includes means for increasing at least one of said values based on each of the previously offered values.

Claim 27 (currently amended): The gaming device of Claim 23, wherein the ~~value changing means~~ for changing at least one of the values includes means for increasing each value not offered to the player based on each of the previously offered values.

Claim 28 (currently amended): The gaming device of Claim 23, wherein the ~~value-changing means~~ for changing at least one of the values includes means for increasing at least one of the values not offered to the player based on each of the previously offered values ~~the value offered to the player~~.



Claim 29 (currently amended): A gaming device comprising:  
a processor;  
a display device ~~that communicates with a~~ operable by said processor;  
a path displayed on said display device, said path including a plurality of positions, wherein a plurality of said positions are each associated with an offer;  
means connected to said processor for generating at least one of said positions of said path;  
an at least one of said offers provided to a player by the processor, wherein the provided offer is associated with one of said a generated positions; and  
means connected to said processor for enabling said player to accept or reject said offer, wherein upon a rejection of said offer, at least one offer associated with at least one position is modified based on the total value of all previous offers made to the player.

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Claim 30 (original): The gaming device of Claim 29, wherein the path is enclosed.

Claim 31 (original): The gaming device of Claim 29, wherein each position displays a potential offer.

Claim 32 (original): The gaming device of Claim 29, wherein each position displays a potential offer or a terminator.

Claim 33 (original): The gaming device of Claim 32, wherein each position displaying a terminator is a position previously displaying an offer provided to the player.

Claim 34 (original): The gaming device of Claim 29, wherein upon a rejection of the offer, each potential offer associated with an ungenerated position increases by an amount based on the offer.

Claim 35 (original): The gaming device of Claim 29, wherein upon a rejection of the offer, the position associated with the offer becomes a terminator.

Claim 36 (original): The gaming device of Claim 35, wherein a consolation award is provided to said player upon a regeneration of a terminator.

Claim 37 (original): The gaming device of Claim 36, wherein the consolation award increases when the player rejects an offer.

Claim 38 (currently amended): A gaming device comprising:  
a processor;  
a display device that communicates with the processor;  
a plurality of potential offers displayed by said display device;  
an offer provided to a player by the processor from the potential offers, the offer ~~including based on a total value at least partly comprised of at least one each~~ offer previously provided to the player; and  
means which communicates with the processor for enabling the player to accept said provided offer.

Claim 39 (currently amended): The gaming device of Claim 38, wherein said offer ~~includes is based on~~ an addition of the value of each ~~to a previously displayed~~ potential offer.

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Claim 40 (currently amended): The gaming device of Claim 38, wherein said offer is based on ~~includes a~~ multiplication of the value of each ~~to a previously displayed~~ potential offer.

Claim 41 (original): The gaming device of Claim 38, which includes a displayed consolation award.

Claim 42 (currently amended): The gaming device of Claim 41, wherein said consolation award increases if the player rejects the provided offer.

Claim 43 (currently amended): The gaming device of Claim 41, wherein said consolation award is provided to said player if said provided offer is one of said offers ~~upon the generation of a previously provided offer to the player~~.

32 Claim 44 (currently amended): The gaming device of Claim 38, wherein a previously provided offer is provided to said player if said provided offer is one of said offers upon a regeneration of said previously provided offer to the player.

Claim 45 (currently amended): A method for operating a gaming device, said method comprising the steps of:

- (a) displaying a plurality of potential offers;
- (b) generating and providing a first offer from the potential offers to a player;
- (c) changing the value of at least one of the remaining potential offers based on a total value of each of the previously provided offers;
- (d) enabling a player to accept or reject said provided offer; and
- (e) generating one of the newly changed potential offers and providing said newly changed potential offer as a second offer to said player if said player rejects said first offer and if said second offer has not been previously generated.

Claim 46 (original): The method of Claim 45, which includes increasing a B2 ✓ consolation award when changing the value of the at least one remaining potential offer.

Claim 47 (original): The method of Claim 45, which includes the step of providing a consolation award to said player if the second offer has been previously generated.

Claim 48 (original): The method of Claim 45, which includes the step of awarding said first offer to the player if said player accepts the first offer.

Claim 49 (original): The method of Claim 45, which includes the step of awarding said second offer to the player if said player accepts the second offer.

Claim 50 (original): The method of Claim 45, wherein displaying the potential offers includes displaying a path having a plurality of potential offer displaying positions.

Claim 51 (original): The method of Claim 45, wherein generating the first and second offers each includes generating a position along a path.

Claim 52 (currently amended): The method of Claim 45, wherein changing the remaining potential offers includes adding the total value of each of the previous provided offers ~~first offer~~ to the remaining potential offers.

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Claim 53 (original): The method of Claim 45, wherein changing the remaining potential offers includes multiplying the remaining potential offers by the first offer.

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